

5 Visualizing and modifying the scope of the on-screen  
pointed, e.g. mouse controlled cursor. The user is  
enabled to readily modify the scope of his on-screen  
pointer to a scope which is optimum for any particular  
icon selection tasks and functions. There is provided a  
10 scope of display screen area adjacent said moving pointer  
within which scope said items are enabled for user  
selection, and an implementation for enabling a user to  
interactively modify the scope of said moving pointer.  
The scope may modified by exposing the normally hidden  
15 scope of the pointer and then using the pointer itself to  
modify the scope. Upon the completion of the  
modification, the scope may be returned to its hidden  
state.